Amendments to the Claims:

This listing of claims will replace all prior versions, and listings, of claims in the application.

Listing of Claims:

1. (Currently amended) A method for simulating wearing of a knit garment on a human model, the knit garment being a virtual knit garment and having a plurality of tubular parts, the human model being a three-dimensional human model and comprising a plurality of polygons, the method comprising the steps of:

providing the human model with a plurality of axes;

matching each of the tubular parts of the knit garment with any of the plurality of axes, while keeping the parts tubular, so as to make the each of the tubular parts surround said any of the plurality of axes and temporarily positioning the knit garment with respect to the human model; and

shrinking/expanding the temporarily positioned knit garment toward the axis matched with each of the tubular parts of the knit garment in a peripheral direction ~~to obtain a natural size of~~ such that for each one of the tubular parts, at least one of (a) a portion of said one tubular part contacts said human model, and (b) a number of stitches per length of said one tubular part reaches a predetermined value, ~~whereby~~ so that when the knit garment is worn on the human model ~~so that~~ each of the tubular parts appears outside the human model.

2. (Currently amended) The method for simulating wearing of claim 1, wherein:

the human model comprises at least a torso and both arms, along with an axis of the torso, and axes of the right and left arms;

the plurality of tubular parts of the virtual knit garment comprises at least a body and sleeves, each of the tubular parts is matched with any of the axes of the human model, and the ~~temporal~~ temporary positioning is performed so that the axis matched with each of the tubular parts passes through the inside of each of the tubular parts; and

both of the sleeves of the virtual garment are shrunk/expanded such that upper parts of the both sleeves contact with upper parts of the arms of the human model and spaces are provided at lower parts of the both sleeves with respect to the upper parts of the arms of the human model.

3. (Original) The method for simulating wearing of claim 2, wherein after wearing the virtual knit garment on the human model, each stitch of the virtual knit garment is rearranged along a course direction and a wale direction of the virtual knit garment, whereby distortions between parts having different matching axes on the virtual knit garment are removed.

4. (Original) The method for simulating wearing of claim 1, wherein after wearing the knit garment, each of stitches of the knit garment is moved close to a mean position of surrounding stitches, whereby positions of the stitches of the knit garment are smoothed, and the smoothing is repeatedly performed.

5. (Currently amended) A device for simulating wearing of a knit garment on a human model, the knit garment being a virtual knit garment and having a plurality of tubular parts, the human model being a three-dimensional human model and comprising a plurality of polygons, the device comprising:

storage means for storing positions of a plurality of axes provided on the human model;

matching means for matching each of the tubular parts of the knit garment with any of the plurality of axes, while keeping the parts tubular, so as to make each of the tubular parts surround said any of the plurality of axes;

temporary arranging means for temporarily arranging each of the tubular parts, within a three-dimensional space, with respect to the matching axis; and

wearing means for shrinking/expanding each of the tubular parts in a peripheral direction toward the matching axis ~~to obtain a natural size of~~ such that for each one of the tubular parts, at least one of (a) a portion of said one tubular part contacts said human model, and (b) a number of stitches per length of said one tubular part reaches a

predetermined value, so that each of the tubular parts appears outside the human model,

wherein the knit garment which is temporarily positioned with respect to the axes is shrunk/expanded toward the axis matched with each of the tubular parts[[,]] and ~~thereby~~ worn on the human model.

6. (Original) The device for simulating wearing of claim 5, wherein the virtual knit garment comprises a body and both sleeves, the human model comprises a torso, both arms, and axes of the torso and the both arms, and, by way of the wearing means, the both sleeves of the virtual garment are shrunk/expanded such that upper parts of the both sleeves contact with upper parts of the arms of the human model and spaces are provided at lower parts of the both sleeves with respect to the lower parts of the arms of the human model.

7. (Original) The device for simulating wearing of claim 6, further comprising correction means for, after wearing the virtual knit garment on the human model, rearranging stitches along a course direction and a wale direction of the virtual knit garment to remove distortions between parts having different matching axes on the virtual knit garment.

8. (Original) The device for simulating wearing of claim 5, further comprising:
smoothing means for smoothing positions of stitches of the knit garment by moving each of the stitches of the knit garment close to a mean position of surrounding stitches after wearing the knit garment on the human model; and
repeating means for causing the smoothing means to repeatedly perform the smoothing of the positions of the stitches.

9. (Currently amended) A computer program product, comprising a computer readable medium having a computer readable program code embodied therein, said computer readable program code adapted to be executed by processor to implement a method for simulating wearing of a knit garment on a human model, the knit garment

being a virtual knit garment and having a plurality of tubular parts, the human model

being a three-dimensional human model and comprising a plurality of polygons, the

method comprising:

storing positions of a plurality of axes provided on the human model;

matching each of the tubular parts of the knit garment with any of the plurality of

axes, while keeping the parts tubular, so as to make each of the tubular parts surround

said any of the plurality of axes;

temporarily arranging each of the tubular parts, within a three-dimensional space,

with respect to the matching axis; and

shrinking/expanding each of the tubular parts in a peripheral direction toward the

matching axis ~~to obtain a natural size of~~ such that for each one of the tubular parts, at

least one of (a) a portion of said one tubular part contacts said human model, and (b) a

number of stitches per length of said one tubular part reaches a predetermined value, so

that each of the tubular parts appears outside the human model,

wherein the knit garment which is temporarily positioned with respect to the axes

is shrunk/expanded toward the axis matched with each of the tubular parts[[,]] and

~~thereby~~ worn on the human model.

10. (Previously presented) The computer program product of claim 9, wherein

the virtual knit garment comprises a body and both sleeves, the human model

comprises a torso, both arms, and axes of the torso and the both arms, and by way of

the wearing command both sleeves of the virtual garment are shrunk/expanded such

that upper parts of the both sleeves contact with upper parts of the arms of the human

model and spaces are provided at lower parts of the both sleeves with respect to the

lower parts of the arms of the human model.

11. (Previously presented) The computer program product of claim 10, wherein

the method for simulating wearing of a knit garment on a human model further

comprises a a step of, after wearing the virtual knit garment on the human model,

rearranging stitches along a course direction and a wale direction of the virtual knit

garment to remove distortions between parts having different matching axes on the virtual knit garment.

12. (Previously presented) The computer program product of claim 9, wherein the method for simulating wearing of a knit garment on a human model further comprises:

smoothing positions of stitches of the knit garment by moving each of the stitches of the knit garment close to a mean position of surrounding stitches after wearing the knit garment on the human model; and

repeatedly executing the smoothing command.